

POKER GAME IN WHICH PLAYER CAN PLAY ON WITH A HIGHER PAY TABLE

Cross-reference to Related Application

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2 This application is based on and claims the benefit of
3 U.S. Provisional Application Serial No. 60/319400, filed July
4 16, 2002, entitled "Poker Game in Which Player Can Play On
5 with a Higher Pay Table".

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7 This invention relates to a poker game, and more
8 particularly to a poker game in which the player can utilize
9 winnings from his previous hand to play on with one or more
10 additional hands at a higher pay table.

11

Background of the Invention

13 One of the classic casino games is video draw poker. A
14 player makes a wager to be eligible to play the game. After
15 an initial deal of five cards is displayed to the player on a
16 video display screen, the player is allowed to discard and
17 replace unwanted cards with replacement cards. The player

1 attempts to achieve the highest possible poker hand from the
2 starting five cards. Video poker games use poker hand
3 rankings to determine winning combinations and a payout
4 schedule is used to determine the amount awarded to the
5 player for achieving a winning combination.

6 Casino games such as video draw poker offer the player a
7 pay table that is based on the mathematical probabilities of
8 the game being played. Pay tables are generally classified
9 by the theoretical game return which is calculated by the
10 payouts made to the player for each of the winning hand
11 combinations listed in the pay table. For example, a pay
12 table that has a theoretical game return of 98% is a better
13 pay table for a player than a pay table that has a
14 theoretical game return of 96%.

15 In traditional draw poker, a pay table has winning hand
16 combinations when the player achieves a Royal Flush, Straight
17 Flush, Four-of-a-Kind, Full House, Flush, Straight, Three-of-
18 a-Kind, Two Pair or a Pair of Jacks or Better.

19

1 Table 1 shows a typical draw poker pay table that has a
2 theoretical game return of approximately 96%.

3

DRAW POKER	NUMBER OF COINS BET				
POKER HAND	1	2	3	4	5
ROYAL FLUSH	250	500	750	1000	4000
STRAIGHT FLUSH	50	100	150	200	250
FOUR-OF-A-KIND	25	50	75	100	125
FULL HOUSE	8	16	24	32	40
FLUSH	5	10	15	20	25
STRAIGHT	4	8	12	16	20
THREE-OF-A-KIND	3	6	9	12	15
TWO PAIR	2	4	6	8	10
JACKS OR BETTER	1	2	3	4	5

TABLE 1.

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1 players, it is to the player's advantage to play a video
2 poker game with a higher theoretical game return.

3 In traditional video draw poker, a player typically
4 wagers a maximum of five credits on each hand played by the
5 player. It is to the advantage of the gaming establishment
6 to provide players with video poker games that result in the
7 player wagering more than five credits on each round of the
8 game played. The higher the average wager per round played,
9 the higher the revenue generated by the video poker gaming
10 machine for the gaming establishment.

11 One of the reasons for the great commercial success of
12 TRIPLE PLAY DRAW POKER® is the game results in a high average
13 wager per round played. U.S. Patent No. 5,823,873 (Moody)
14 (the disclosure of which is incorporated herein by this
15 reference) describes TRIPLE PLAY DRAW POKER® which is an
16 electronic video gaming machine and method in which the
17 player may play multiple hands at the same time. In the
18 most successful commercial version of TRIPLE PLAY DRAW
19 POKER®, the player makes a wager for each of three separate
20 hands to be played by the player. One hand of five cards is

1 dealt all face up. The player selects none, one or more of
2 the face up cards from the first hand as cards to be held.
3 The cards that are held are reused from the first hand into
4 all of the other hands. Replacement cards for the non-
5 selected cards are dealt into the first hand and additional
6 cards are then dealt to the first hand, if needed, so that
7 the first hand has five cards. Additional cards are also
8 dealt to all of the other hands so that each hand is a five
9 card hand. The poker hand ranking of each five card hand is
10 determined row by row. The player is then paid for any
11 winning poker hands based on a pay table and the amount of
12 the player's wager.

13 A typical TRIPLE PLAY DRAW POKER® round of play results
14 in the player making a wager of fifteen credits. It is a
15 drawback of this game that some players do not like to have
16 to wager fifteen credits to play all three hands. It is
17 desirable to offer the player an alternative to wagering
18 fifteen credits on each round of play while at the same time
19 encouraging the player to increase the amount of his wager
20 for a round of play whenever the player has achieved a

1 winning hand on the previous round of play. In order to
2 encourage the player to increase the amount of his wager, the
3 player is offered a higher pay table when the player uses his
4 winnings from the previous round of play to increase the
5 amount of his wager.

6 Another multiple hand poker game is disclosed in U.S.
7 Patent Number 6050568 (Hachquet) and U.S. Patent Number
8 6135883 (Hachquet), the disclosure of each of these patents
9 being incorporated herein. In the method of play disclosed
10 in the Hachquet patents, a player is dealt two identical
11 poker hands. The player may discard and draw replacement
12 cards independently in each hand so that the player may, if
13 he were so inclined, employ a different hold strategy for
14 each hand. Winning hands will receive a payout according to
15 a pay table.

16 It is an object of the present invention to provide a
17 video poker game in which the player is offered the
18 opportunity increase the amount of his wager by playing one
19 or more hands of video poker against a higher pay table
20 whenever the player has a winning event on the previous round

1 of video poker.

2 It is a feature of the present invention that the player
3 makes a wager on a first round of video poker. If the player
4 achieves a winning hand combination on the first round of
5 video poker, the player is offered the opportunity to play
6 one or more hands of video poker against a higher pay table
7 on the next round of video poker. The player may continue to
8 play against the higher pay table as long as the player
9 continues to achieve winning combinations during each round
10 of play. If the player fails to achieve a winning
11 combination during a round of play, the game resets to the
12 initial lower pay table and the player starts over.

13 It is an advantage of the present invention that the
14 player has the opportunity to increase his chances to have a
15 winning video poker session by playing multiple hands of
16 video poker against a higher pay table. It is to the
17 advantage of the player to play as many hands as possible
18 against the higher pay table. It is to the advantage of the
19 gaming establishment to have players playing multiple hands
20 at one time as this increases the average wager per round of

1 play.

2 Other objects, features and advantages of the present
3 invention will become apparent from a consideration of the
4 following detailed description.

5

6 **Summary of the Invention**

7 A player makes a wager on a first round of video poker.
8 If the player achieves a winning hand combination on the
9 first round of video poker, the player is offered the
10 opportunity to play one or more hands of video poker against
11 a higher pay table on the next round of video poker. The
12 player may continue to play against the higher pay table as
13 long as the player continues to achieve winning combinations
14 during each round of play. If the player fails to achieve a
15 winning combination during a round of play, the game resets
16 to the initial lower pay table and the player starts over.

17

18 **Brief Description of the Drawings**

19 Figure 1 shows a gaming machine that has been configured

1 for the present invention and displays an initial deal of the
2 cards.

3 Figure 2 shows the card display after the player has
4 selected which cards to hold and replacement cards have been
5 dealt for the discarded cards.

6 Figure 3 shows the card display after the player has
7 elected to play on in the next round for three hands of
8 cards.

9 Figure 4 shows the card display after the player has
10 selected which cards to hold and replacement cards have been
11 dealt for the discarded cards.

12

13 **Detailed Description of the Preferred Embodiments**

14 Figure 1 shows generally at 10 a typical electronic
15 video gaming machine that is configured to provide to the
16 player the method of the present invention. The electronic
17 video gaming machine 10 includes a conventional coin head 50
18 into which the player can insert coins or gaming tokens and a
19 slot 52 which leads to a conventional bill acceptor mounted
20 on the interior of the gaming machine and into which the

1 player can insert paper currency. The use of coins, tokens
2 or paper currency is the mechanism by which the player wagers
3 on the poker hands the player wishes to play. As is also
4 conventional in electronic video gaming machines, a credit
5 meter display 22 is provided to show the amount of credits
6 that the player has accrued on the gaming machine 10 --
7 either by inserting coins, tokens or paper currency or from
8 winning plays achieved by the player. Whenever the player
9 makes a wager, the amount of the wager is decremented from
10 the credit meter display 22. Whenever the player achieves a
11 winning play during the play of the game, the amount of the
12 winning play is incremented on the credit meter display 22.

13 A conventional payout hopper is also located on the
14 interior of the gaming machine and is used to dispense coins
15 or tokens to the player into a payout tray 56 when the player
16 wishes to collect any winning amounts the player has accrued.
17 Other suitable and conventional payout mechanisms can be
18 used, such as a ticket printer or other cashless payout
19 devices.

20

1 The gaming machine 10 also includes a video screen
2 display 20 of any suitable type upon which representations of
3 playing cards are displayed. In a preferred embodiment of
4 the present invention, one or more hands can be displayed on
5 the video screen display 20 at the same time. As shown in
6 Figure 1, a first hand: HAND ONE 60 is shown. Each hand
7 would preferably have five card locations preferably from
8 left to right in a horizontal row, although other manners of
9 displaying single or multiple hands can be used. The video
10 screen display 20 also contains a location at which the
11 amount wagered on each hand is shown, for example, "Bet .Per
12 Hand" 24.

13 A button panel 40 is also provided on the gaming machine
14 10 and the buttons mounted on the button panel 40 are used by
15 the player to control the operation of the gaming machine 10.
16 Any suitable configuration of the buttons on the button panel
17 can be used and, alternatively, conventional touch screen
18 technology can be used for any or all of the buttons mounted
19 on the button panel.

20

1 A typical button arrangement is shown on the button
2 panel 40 in Figure 1. A "BET ONE" button 42 is provided to
3 allow the player to wager one credit at a time. A "BET MAX"
4 button 44 is provided to allow the player to wager the
5 maximum amount of credits permitted by the configuration of
6 the gaming machine 10. Any number of credits can be set as
7 the maximum amount that it is possible to wager on each hand
8 and, typically, five credits will be the maximum number of
9 credits for any particular hand. Alternatively, a BET ONE
10 location 26 and a BET MAX location 28 can be provided on the
11 video screen 20 to allow the player to wager by using
12 conventional touch screen technology.

13 A conventional "DEAL/DRAW" button 46 is also provided on
14 the button panel 40 which is used by the player to activate
15 the initial deal of the cards at the deal stage of the method
16 of play or the dealing of replacement cards at the draw stage
17 of the method of play as is appropriate. Similarly, a
18 DEAL/DRAW location 47 can be provided on the video screen 20
19 to allow the player to effect either the deal step or the
20 draw step by using conventional touch screen technology.

1 The button panel 40 is also provided with five "CARD"
2 buttons 48A, 48B, 48C, 48D and 48E associated with each
3 horizontal card location on the video screen display: card
4 button 48A is associated with the left most card location,
5 card button 48B is associated with the second from the left
6 card location, card button 48C is associated with the middle
7 card location, card button 48D is associated with the second
8 from the right card location and card button 48E is
9 associated with the right most card location. Each card
10 button is preferably aligned below the card locations so that
11 the player can easily associate the appropriate card button
12 with the appropriate card location.

13 The method of play of the various versions of the
14 present invention will now be described.

15

16 **Version #1**

17 After the player has inserted an appropriate amount of
18 coins, tokens or paper currency to add a sufficient amount of
19 credits on the credit display meter 22, the player makes his
20 initial wager which can be any amount of credits from one

1 credit to the maximum number of credits allowed to be played
2 on a single hand, typically five credits. The player may
3 press the BET ONE button 42 one or more times to bet in
4 single increments or the player may merely press the "BET
5 MAX" button 44 and the maximum number of credits are applied,
6 for example, five credits would be wagered. The player can
7 also use the touch screen locations to make his wager as
8 described above.

9 In this version of the present invention, the player
10 begins with a single hand of video poker and in the example
11 shown in Figure 1, the player has wagered five credits.

12 After the player has completed his wagering selections,
13 an initial five card video poker hand is displayed to the
14 player. This hand is randomly selected from the fifty-two
15 cards that comprise a standard deck of playing cards (unless
16 one or more Jokers have been added to the deck of cards which
17 would increase the number of cards in the deck). As shown in
18 Figure 1, for example, the player may be dealt in HAND ONE 60
19 the Jack of Hearts, Jack of Diamonds, Two of Hearts, Three of
20 Hearts and Four of Hearts.

1 Also for this example, assume the player is playing a
2 draw poker game of the format of Draw Poker in which the pay
3 table presented to the player is shown in Table 3:
4

DRAW POKER	NUMBER OF COINS BET				
POKER HAND	1	2	3	4	5
ROYAL FLUSH	250	500	750	1000	4000
STRAIGHT FLUSH	50	100	150	200	250
FOUR-OF-A-KIND	25	50	75	100	125
FULL HOUSE	8	16	24	32	40
FLUSH	5	10	15	20	25
STRAIGHT	4	8	12	16	20
THREE-OF-A-KIND	3	6	9	12	15
TWO PAIR	2	4	6	8	10
JACKS OR BETTER	1	2	3	4	5

TABLE 3.

6 In accordance with the method of play of the present
7 invention, this Table 3 is the pay table that is in effect
8 during the play of the initial hand of video poker by the
9 player.

1 The player then selects which cards to hold, if any,
2 from the initially dealt cards. As is conventional, the
3 player selects which cards to hold to pressing the hold
4 buttons 48 associated with the desired card to be held.
5 Alternatively, using touch screen technology, the player may
6 also merely touch the screen image of the card the player
7 wishes to hold.

8 Referring to the example, the player may select to hold
9 the Jack of Hearts and the Jacks of Diamonds.

10 After the player has selected which cards he wishes to
11 hold, the player presses the Deal/Draw button 46 (or the
12 Deal/Draw location 47) and replacement cards for the non-
13 selected cards are dealt and displayed so that the final hand
14 62 has five cards. As shown in Figure 2, the player may
15 receive as replacement cards, the Six of Clubs, the Jack of
16 Spades and the Nine of Hearts. The player's final five card
17 hand 62 is Three-of-a-Kind.

18 In accordance with Table 3, the player would be awarded
19 fifteen credits for a Three-of-a-Kind.

20

1 the "Play on for 3 Hands" touch screen location 34 on the
2 screen display 20. Any other suitable manner of allowing the
3 player to make this choice may be provided, such as using
4 appropriate buttons on the button panel 40.

5 As shown in Figure 3, the player has chosen to play on
6 and receives three hands at five credits each.

7 In a preferred embodiment of the present invention, the
8 player is dealt three identical hands, e.g. each of HAND 71,
9 HAND 73 and HAND 75 could be the Six of Clubs, the Four of
10 Diamonds, the Seven of Hearts, the Eight of Clubs and the Ace
11 of Spades. The player then plays these hands in accordance
12 with the method of play disclosed in United States Patent No.
13 5,823,873 (Moody). The player selects none, one or more of
14 the face up cards from one of the hands as cards to be held.
15 The cards that are held are also held in all of the other
16 hands. For example, as shown in Figure 4, the player has
17 elected to hold the Six of Clubs, the Four of Diamonds, the
18 Seven of Hearts and the Eight of Clubs. In accordance with
19 the method of play of United States Patent No. 5,823,873, all
20 of the cards held by the player are held in each of the three

1 hands.

2 In one embodiment of the present invention, the
3 replacement cards for each hand are dealt from the depleted
4 deck of forty-seven cards (which represent the cards remaining
5 from the original fifty-two card deck less the five initially
6 dealt cards). Thus in completing each hand, the replacement
7 cards are randomly selected from the remaining forty-seven
8 cards. In this embodiment, the depleted forty-seven card deck
9 is reshuffled electronically before the replacement cards are
10 dealt to complete each hand.

11 In another embodiment of this version of the present
12 invention, the replacement cards for HAND 72 are dealt from
13 the depleted deck of forty-seven cards (which represent the
14 cards remaining from the original fifty-two card deck less the
15 five initially dealt cards). The replacement cards for the
16 HAND 74 are dealt from the further depleted deck of cards
17 remaining after the replacement cards have been dealt into
18 HAND 72. The replacement cards for HAND 76 are dealt from the
19 further depleted deck of cards remaining after the replacement
20 cards have been dealt into HAND 72 and HAND 74.

21 Replacement cards for the non-selected cards are dealt
22 into each of the hands so that each of the hands has five

1 cards. The poker hand ranking of each five card hand is
2 determined row by row. The player is then paid for any
3 winning poker hands based on the higher pay table Table 4 and
4 the amount of the player's wager.

5 For example, as shown in Figure 4, the player receives
6 as a replacement card the Two of Hearts in HAND 72 which
7 results in a losing hand. The player also receives as a
8 replacement card the Five of Spades in HAND 74 which results
9 in a Straight which is a winning hand. And the player
10 receives as a replacement card the King of Hearts in HAND 76
11 which results in a losing hand. The player receives an award
12 of twenty credits.

13 Because the player has won on the first hand, the player
14 has the option of collecting his award of twenty credits or
15 proceeding to an additional round of play again using Table 4
16 as the pay table. As long as the player continues to win on
17 each round of play, the player continues to stay at the
18 higher pay table Table 4.

19 Because the player has won twenty credits on this round
20 of play, the player may be offered the option of playing on

1 for four hands at five credits each.

2 In accordance with the present invention, whatever
3 credits are won by the player on a round of play may be
4 parlayed into additional hands. If the player were to win
5 five hundred credits on a particular round of play, the
6 player could be offered the option to parlay those credits
7 into another round of 125 hands at five credits each.

8 As a practical matter, the method of play could limit
9 the player to playing no more than five hands on any one
10 round. If the player were to win an award of say forty
11 credits, the player could be provided the option of playing
12 on for five hands at five credits each and the overage of
13 fifteen credits would simply be added to the Credit Meter 22.

14 The number of hands offered to the player in the play on
15 mode could also decrease. For example, if the player were
16 playing five hands at five credits each and the player were
17 to win only ten credits, the next round of the play on mode
18 would only offer the player the option to play on for two
19 hands at five credits each.

20

1 Eventually the player will have a round of play in which
2 the player has no winning hands and the game would revert
3 back to one hand of play at the lower pay table Table 3. Of
4 course, at any time the player may decline to play on and any
5 credits that the player has won on that round of play would
6 be added to the Credit Meter 22 and the game would also
7 revert back to one hand of play at the lower pay table Table
8 3.

9

10 **Version #2**

11 In a second version of the present invention, the player
12 starts the game with multiple hands of cards, such as three
13 hands as disclosed in TRIPLE PLAY DRAW POKER®.

14 The player makes a wager for each of three separate
15 hands to be played by the player and, on the initial round of
16 play, the lower pay table Table 3 is used. One hand of five
17 cards is dealt all face up. The player selects none, one or
18 more of the face up cards from the first hand as cards to be
19 held. The cards that are held are reused from the first hand
20 into all of the other hands. Replacement cards for the non-

1 selected cards are dealt into the first hand and additional
2 cards are then dealt to the first hand, if needed, so that
3 the first hand has five cards. Additional cards are also
4 dealt to all of the other hands so that each hand is a five
5 card hand. The poker hand ranking of each five card hand is
6 determined row by row.

7 Again, the replacement cards for the discarded cards may
8 be chosen using either of the two embodiments described in
9 connection with the first version of the present invention.

10 Whatever credits are won by the player on a round of
11 play may be parlayed into additional hands on the next round
12 of play and the higher pay table Table 4 would be used. Again
13 as a practical matter, the method of play could limit the
14 player to playing no more than five hands on any one round.
15 If the player were to win an award of say forty credits, the
16 player could be provided the option of playing on for five
17 hands at five credits each and the overage of fifteen credits
18 would simply be added to the Credit Meter 22.

19 In this version of the present invention, the number of
20 hands offered to the player in the play on mode could also

1 decrease. For example, if the player were playing five hands
2 at five credits each and the player were to win only ten
3 credits, the next round of the play on mode would only offer
4 the player the option to play on for two hands at five
5 credits each.

6 Eventually the player will have a round of play in which
7 the player has no winning hands and the game would revert
8 back to one hand of play at the lower pay table Table 3. Of
9 course, at any time the player may decline to play on and any
10 credits that the player has won on that round of play would
11 be added to the Credit Meter 22 and the game would also
12 revert back to one hand of play at the lower pay table Table
13 3.

14 Either version of the present invention can also be
15 applied to the method of play described in the Hachquet
16 patents in which the player may discard and draw replacement
17 cards independently in each hand so that the player may, if
18 he were so inclined, employ a different hold strategy for
19 each hand.

20

1 Alternatively, either version of the present invention
2 can also be applied to a method of play in which different
3 cards are dealt into each hand, either from a single deck or
4 from multiple decks.

5 The method of the present invention can be applied to
6 any poker game format used for video poker including, but not
7 limited to, Draw Poker, Bonus Poker, Double Bonus Poker,
8 Double Double Bonus Poker, Triple Bonus Poker, Super Bonus
9 Poker and the like. Each of these poker format would use a
10 standard deck of fifty-two playing cards. It is also
11 possible to practice the method of the present invention in
12 poker game formats that include wild cards such as Deuces
13 Wild, One-Eyed Jacks Wild and the like. Additional wild
14 cards, such as one or more Jokers, may be added to the
15 conventional fifty-two card deck to allow the method of the
16 present invention to be played in poker game formats such as
17 Jokers Wild, Deuces Joker Wild and the like.

18 Any suitable pay tables may be used as desired by the
19 gaming establishment which is offering the method of play to
20 its customers.

1 While the invention has been illustrated with respect to
2 several specific embodiments thereof, these embodiments
3 should be considered as illustrative rather than limiting.
4 Various modifications and additions may be made and will be
5 apparent to those skilled in the art. Accordingly, the
6 invention should not be limited by the foregoing description,
7 but rather should be defined only by the following claims.